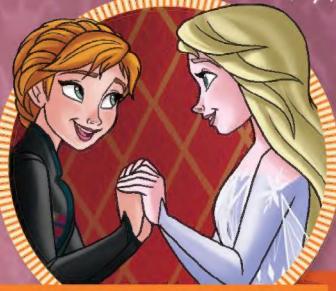


Disney

FROZEN

The Official Magazine



A NEW STORY

Charades Night

ARTS & CRAFTS

Make Your Own Maze!

LOTS OF FUN

Disney
FROZEN IIGAMES
FOR YOU!

Ready, Set, Play!

Disney

FROZEN

The Official Magazine



Get ready!

Organize the perfect game party with a *Frozen 2* scoreboard and invitations!



Something very special is about to happen in Arendelle. After her epic adventures in the Enchanted Forest, Elsa is coming back to the castle to visit her family! Anna invited her for a great charades night, and everybody's looking forward to seeing the Snow Queen and playing together again.

Join all your *Frozen 2* friends in this issue of *Frozen, the Official Magazine*, featuring loads of games to play, an amazing arts & crafts project, and a new story to read. Let the fun begin!

WELCOME 2

Meet your friends and play with them to discover the theme of this issue.

READ 4 20

Follow and experience the exciting adventures of Anna, Elsa, and their friends!

PLAY 10 15 26 29

Get focused and test your skills with fun **activities** and **quizzes** featuring your friends from *Frozen 2*.

DESIGN 12 18 28 30

Use your imagination to **draw** and **color** scenes and pictures of your favorite characters.

CRAFT 14

An original idea for creating a piece of **easy-to-make** *Frozen 2*-inspired art.



WELCOME

A Wonderful Wait

Good cheer reigns in the castle! Anna can't wait to embrace Elsa once again. She's preparing a warm welcome for her sister, with the help of Olaf and Sven.

A World of Clues

Olaf is writing down clues for charades, taking cues from the things he sees around him. **CHECK OFF** all the items below that you see in the scene. Which ones are missing?



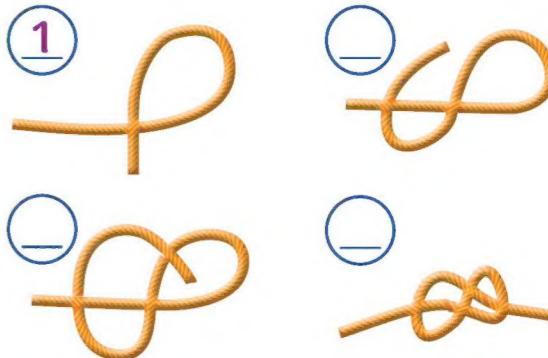
Welcome Flags

Anna is hanging flags to decorate the living room and needs one more. Take a look at the flags below and **CHECK OFF** the one that matches the flags she's already hung.



Tie a Knot

To hang the flags, Anna needs some string. Help her tie it in a knot by **NUMBERING** the steps from one to five.



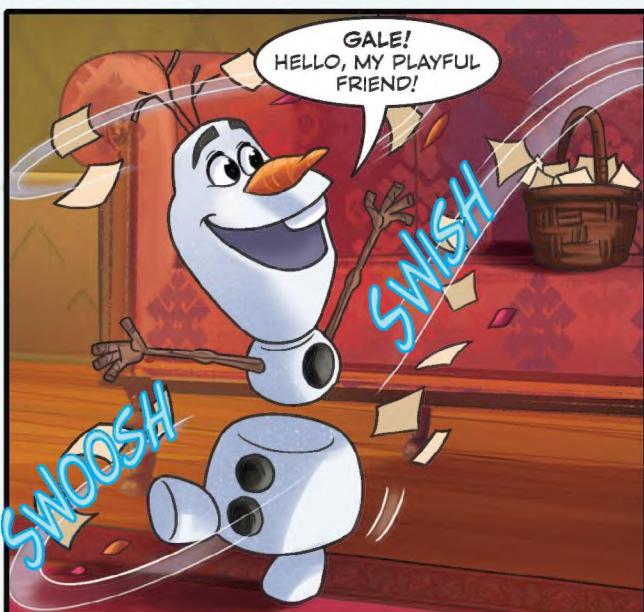
READ

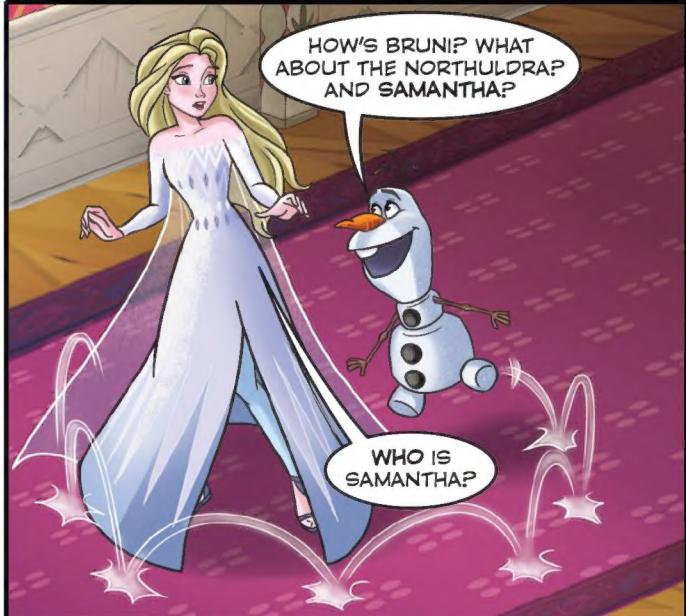
A Special Charades Night

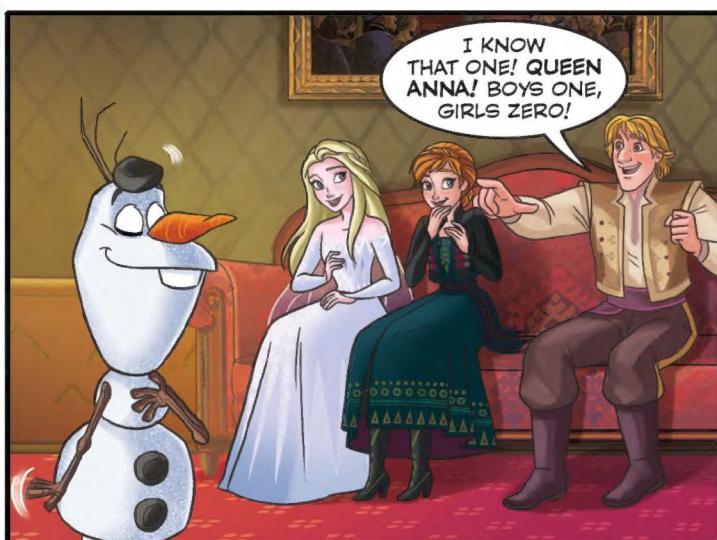
AFTER THE ADVENTURE IN THE ENCHANTED FOREST, ELSA IS RETURNING TO ARENDELLE FOR A SPECIAL CHARADES NIGHT!

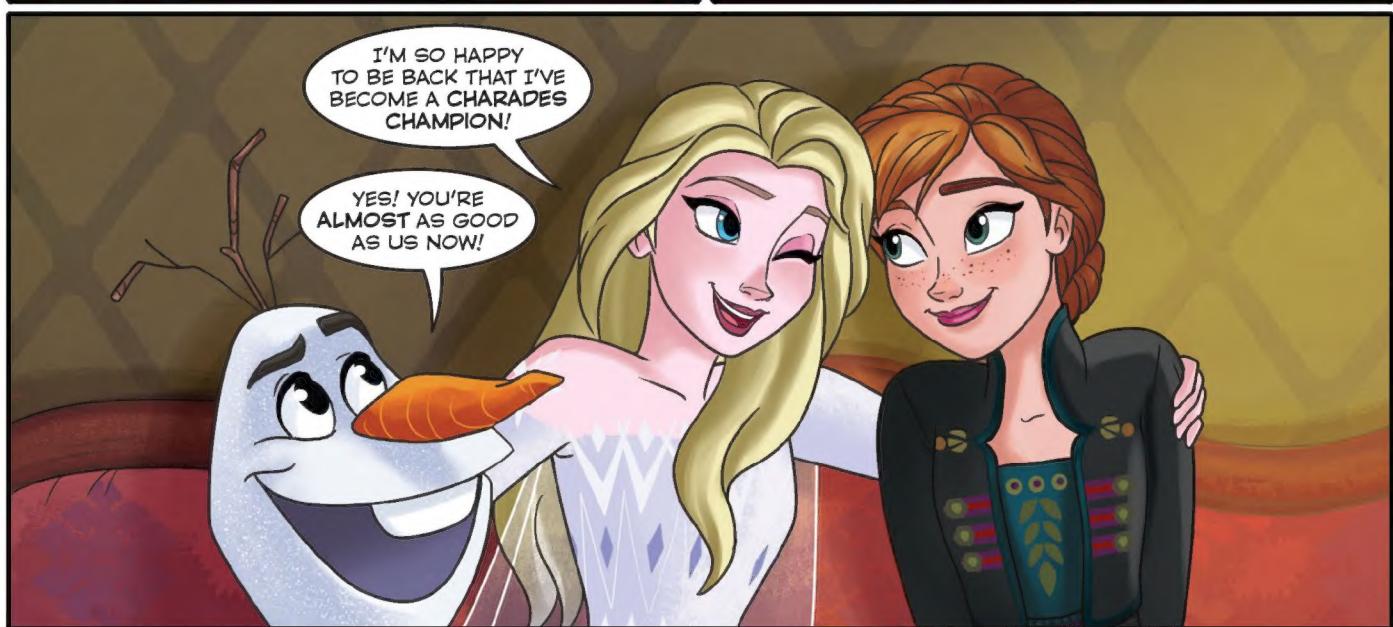
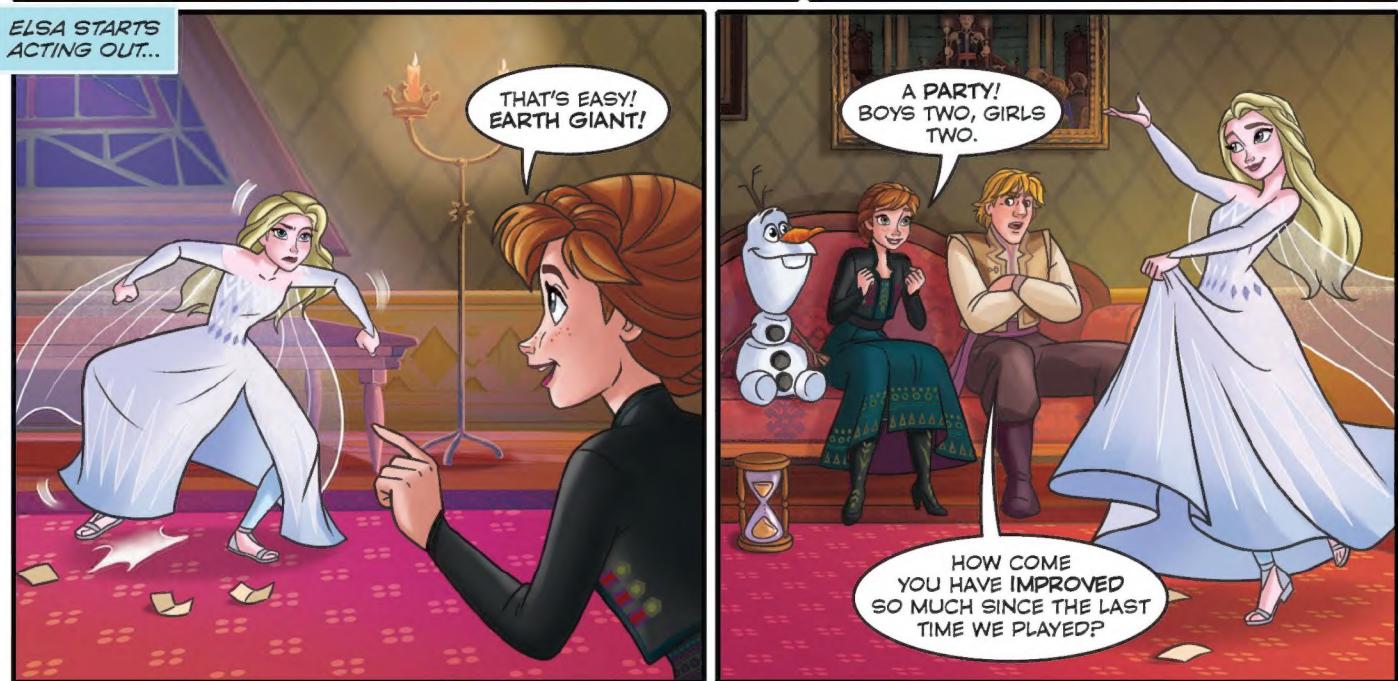
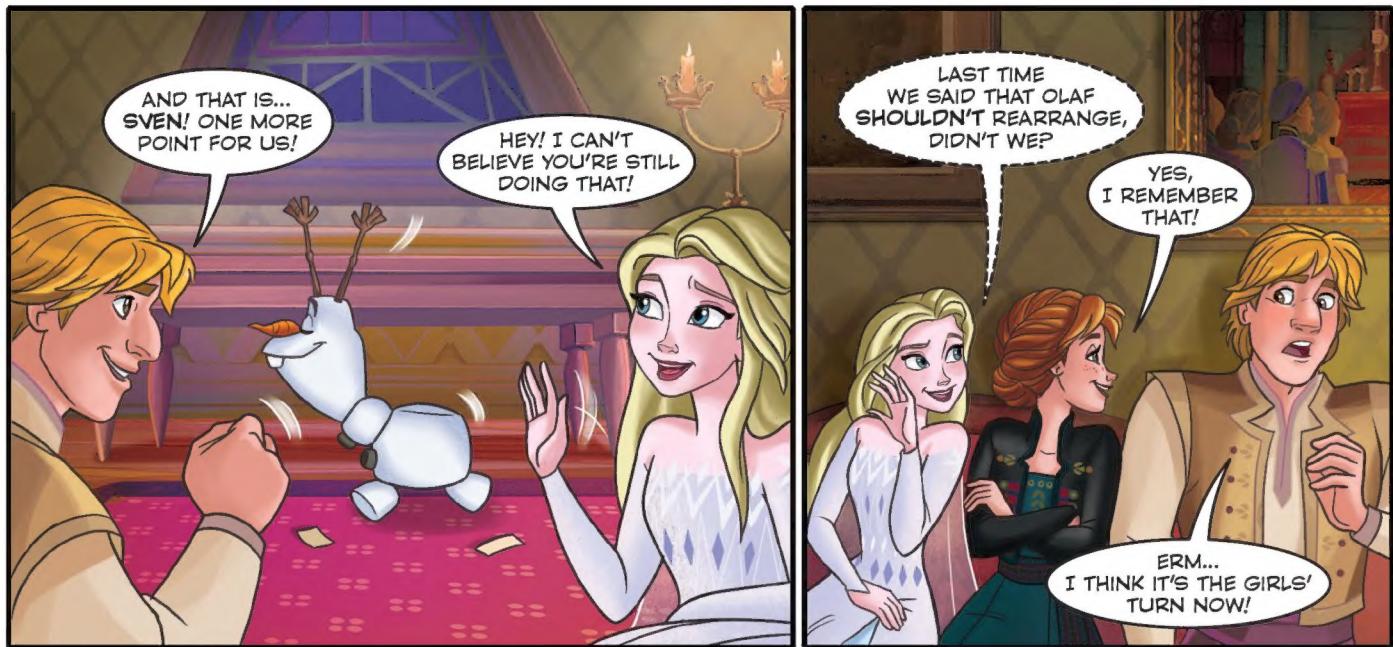
Part 1



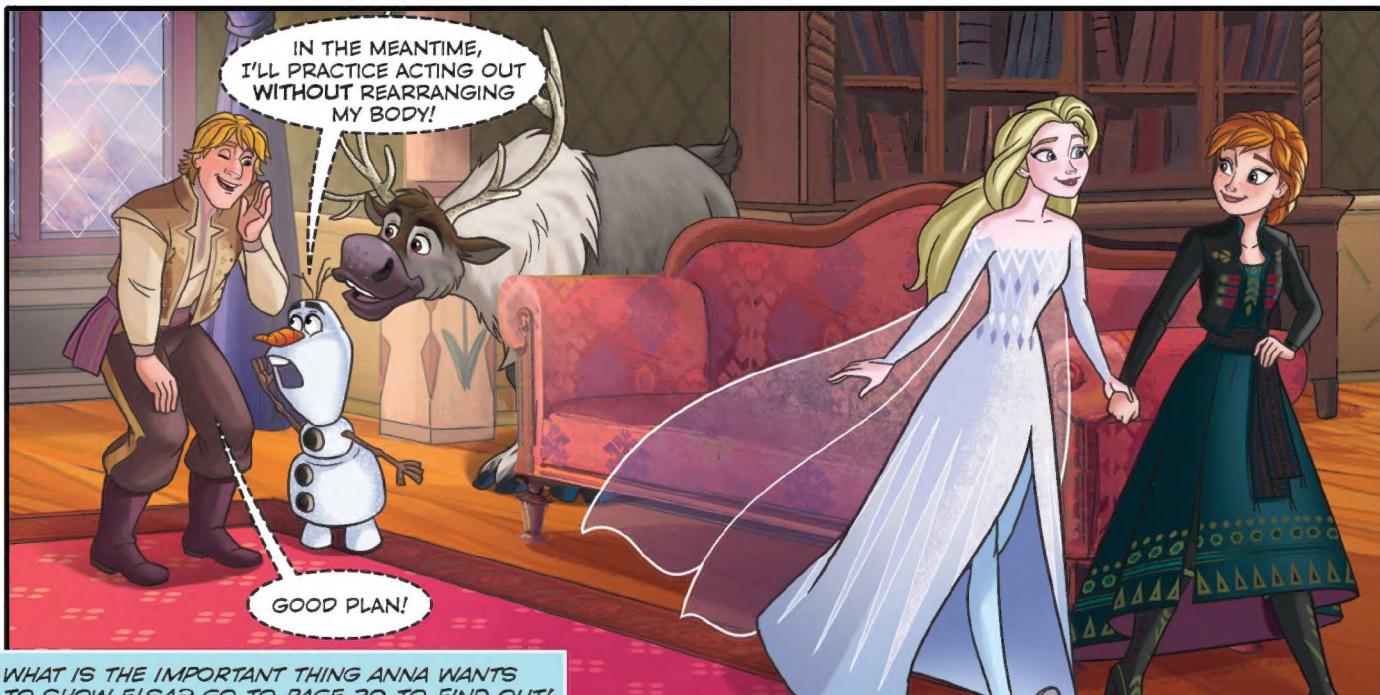
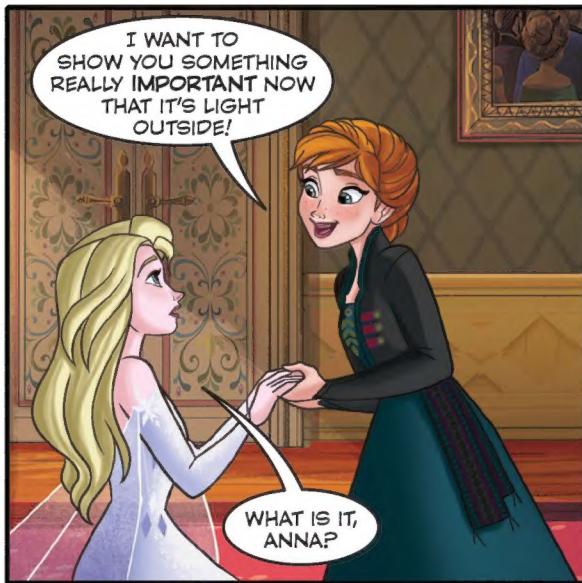
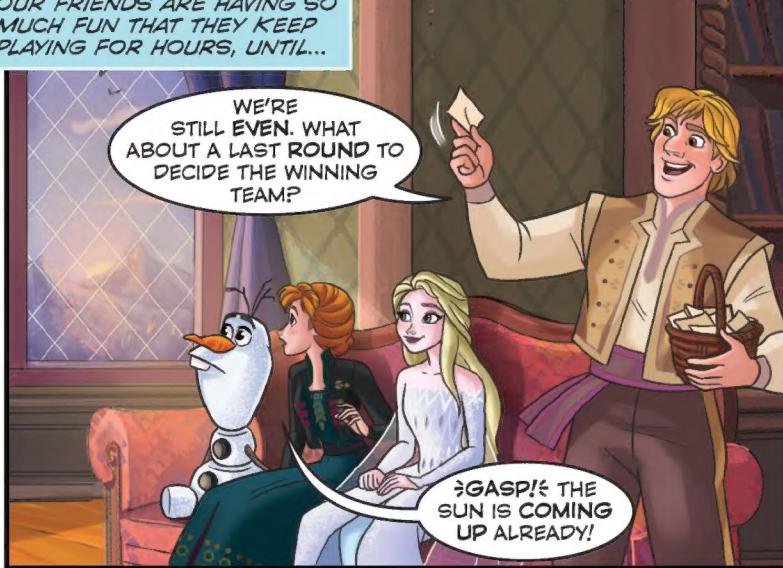








OUR FRIENDS ARE HAVING SO MUCH FUN THAT THEY KEEP PLAYING FOR HOURS, UNTIL...



WHAT IS THE IMPORTANT THING ANNA WANTS TO SHOW ELSA? GO TO PAGE 20 TO FIND OUT!

End of Part 1



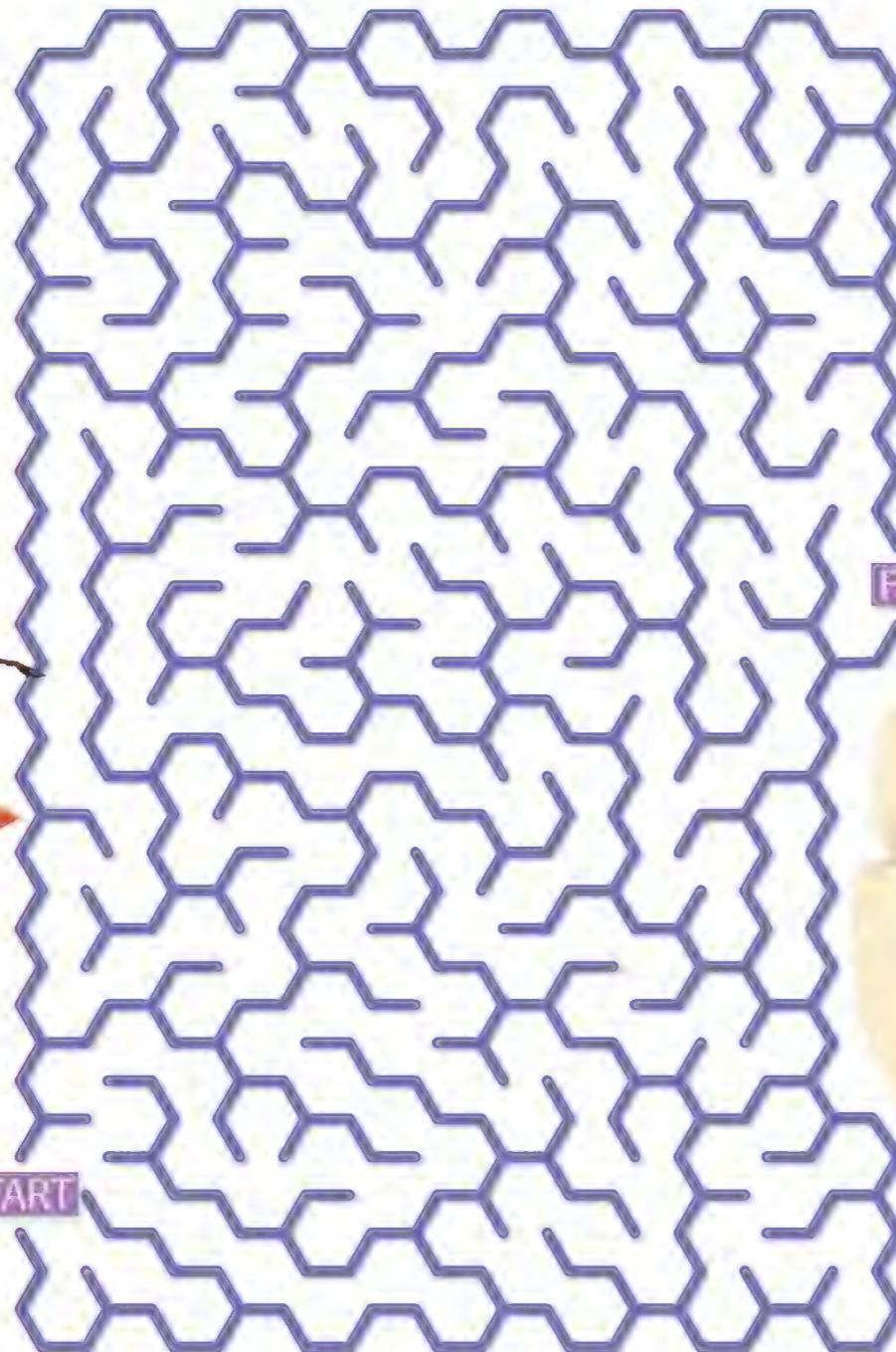
Fresh-Air Fun

It's a wonderful day in Arendelle, and our pals have decided to have some fun in the castle surroundings. Will you join them?



Blindman's Buff

With a leaf covering his eyes, will Olaf be able to catch up to Anna as she runs across the pumpkin field? Help him **FIND** the right path.

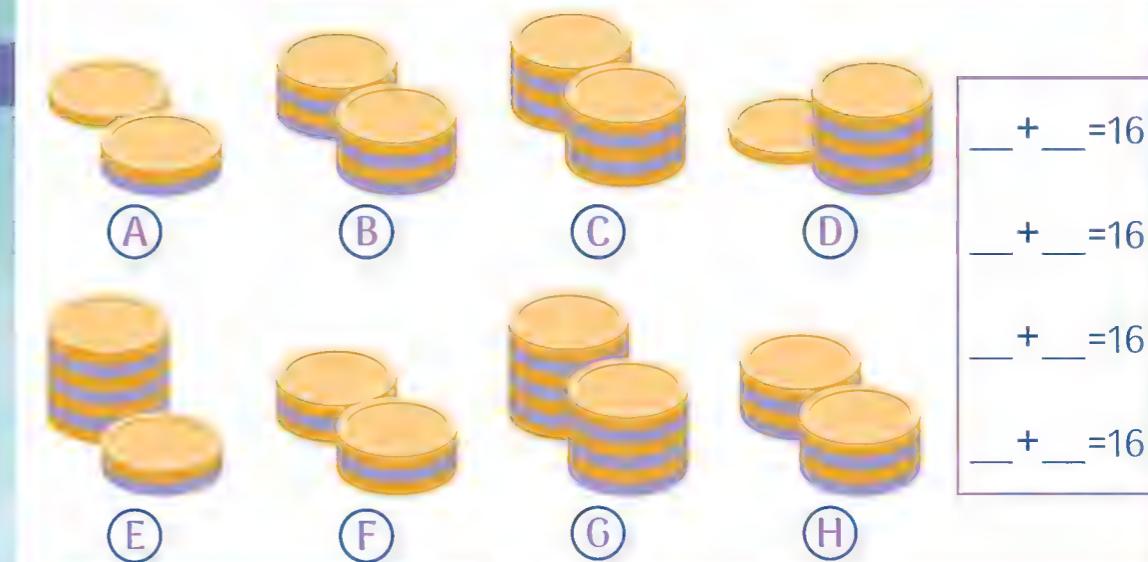


10



Math Riddles

Anna has brought along some game pieces to play with Elsa and Olaf on the grass. **MATCH UP** the letters by twos to get a total of sixteen pieces.



11

A Special Pumpkin

It's getting late... time to head home. But Anna has lost her bag. She must have left it beside a pumpkin... but which one? To help her find it, **COMPLETE** this scene by adding the missing pieces. Tip: Beware of pieces that don't match!



Game Plan

To organize a super game party, you'll need to send out invitations to your friends and create a brightly colored scoreboard to tally up your points, just like Anna and Olaf!

You're Invited!

To complete the invitations, **COLOR** the decorations and **FILL IN** each guest's name, along with the time, date, and place of your event. Then **CUT** them out and send or hand deliver them to your friends. For an extra supply of invitations, make photocopies of the blank versions.



GAME PARTY TICKET

Name
Date
Place and Time

GAME PARTY TICKET

Name
Date
Place and Time

1

2

3

4

5

And the Winner Is...

COLOR the scoreboard decorations and **GLUE** little pieces of colored paper on the frame. Then **CUT** it **OUT** and position it in the room where you'll be playing. Mark down each player's name and points and add 'em up!



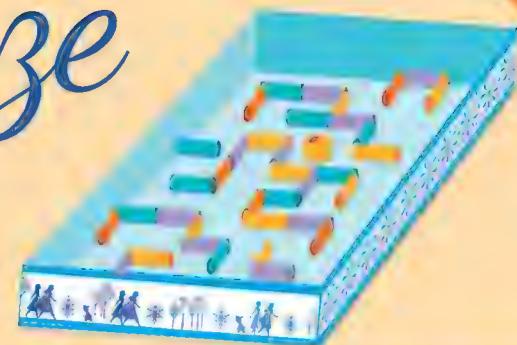
A Dazzling Maze

Follow Elsa's instructions to create an exciting game for you and your friends.



You'll Need

- A SHOE BOX LID
- ROUND WOODEN BEADS
- PAPER STRAWS
- BLUE PAINT
- PAINTBRUSH
- GLUE
- SAFETY SCISSORS



1

PAINT the inside of the lid blue. Wait patiently until it's completely dry.



2

CUT the paper straws into pieces of the same length. Use different colors.



3

Create the layout of your maze with the straw pieces inside the lid, then **GLUE** them in place.



4

Now **GLUE** the cutouts from the inside back cover along the outside. Place a round bead inside the maze and... start playing!



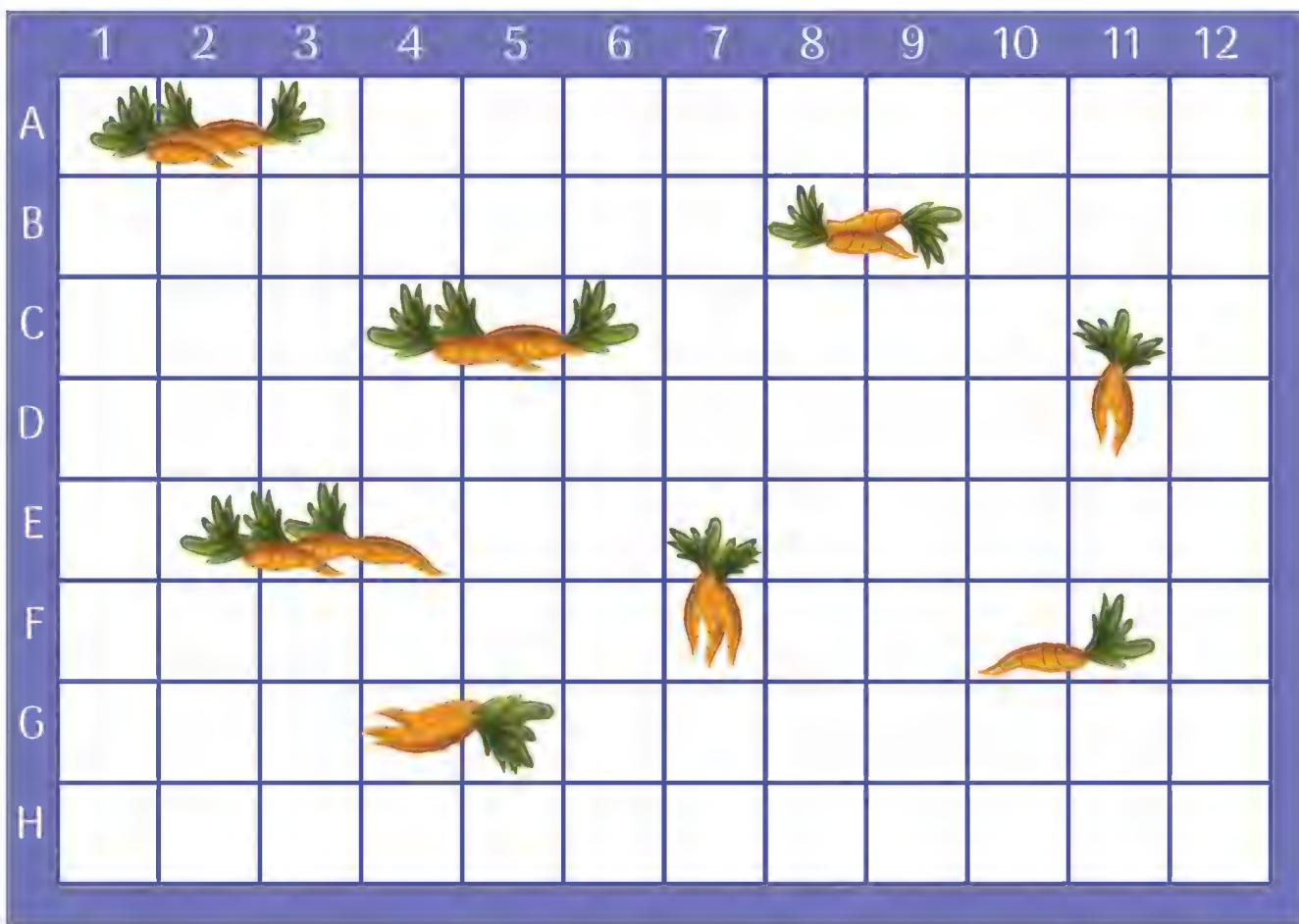
A Game for Sven



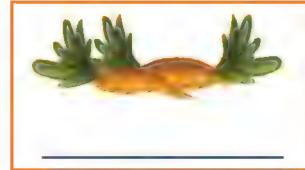
Our favorite reindeer has just discovered a game of skill that tremendously interests him, and he can't wait to play it with you. Get ready for the battle... of carrots!

Spot the Carrots!

Study the grid and the various carrots it contains, then **WRITE** the coordinates of each bunch in the blanks below.



F-10, F-11



Disney
FROZEN II



Charades, Friends, and Lots of Laughs!

It's Elsa's Turn!

Olaf and Sven can't wait to play with Elsa. They have come up with some great new games to spend time together. Will you join them?

Terrific Twosome

Next stop: the castle library! Olaf and Sven are rushing to their appointment with Elsa. FOLLOW the dots to COLOR this cheerful scene.



Riddle Me This...

It's time for charades, and Olaf is impersonating a bold knight ready for action, and Elsa is just about to guess. What are the belongings he might possess? COLOR the four clues to help Elsa find the solution.



Time Is of the Essence

Sven is the official timekeeper for game nights. How much time has gone by? Take a look at the three hourglasses. Each of them must contain ten grains of sand. In the bottom part of each hourglass, DRAW as many grains as you need to reach that total.



$10-5= \bigcirc$



$10-2= \bigcirc$



$10-3= \bigcirc$

A Special Charades Night

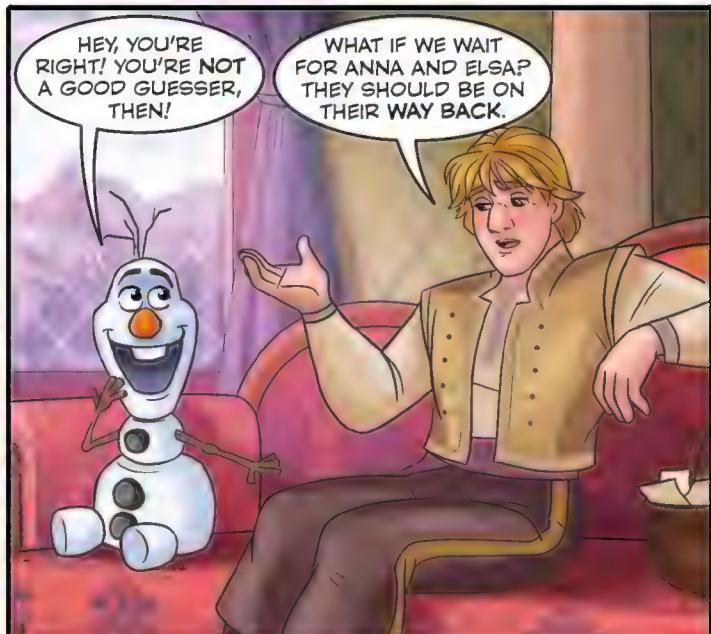
ANNA WANTS TO SHOW ELSA SOMETHING SPECIAL IN TOWN WHEN THE SUN IS RISING, BUT AS THEY'RE LEAVING...

Part 2

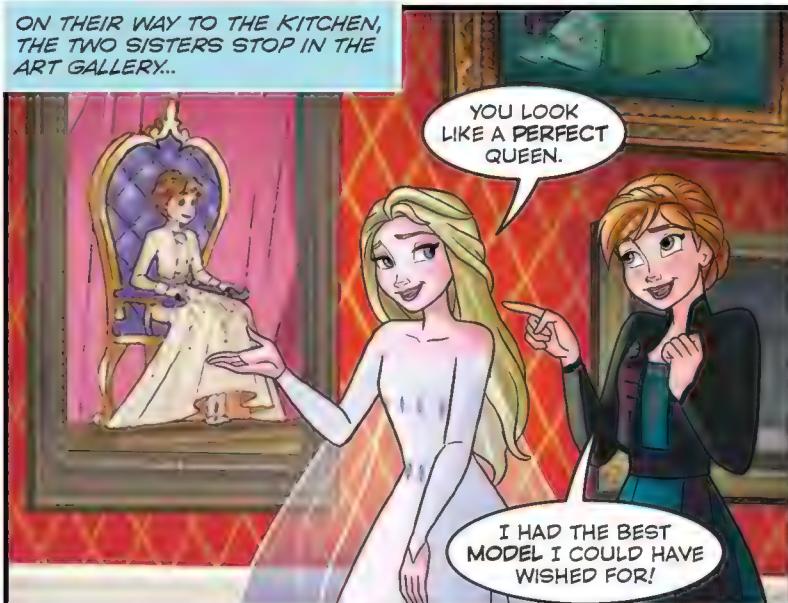




MEANWHILE, THE BOYS ARE PRACTICING THEIR CHARADES SKILLS...



BUT ANNA AND ELSA HAVEN'T EVEN LEFT THE CASTLE YET...



SOME MINUTES LATER...



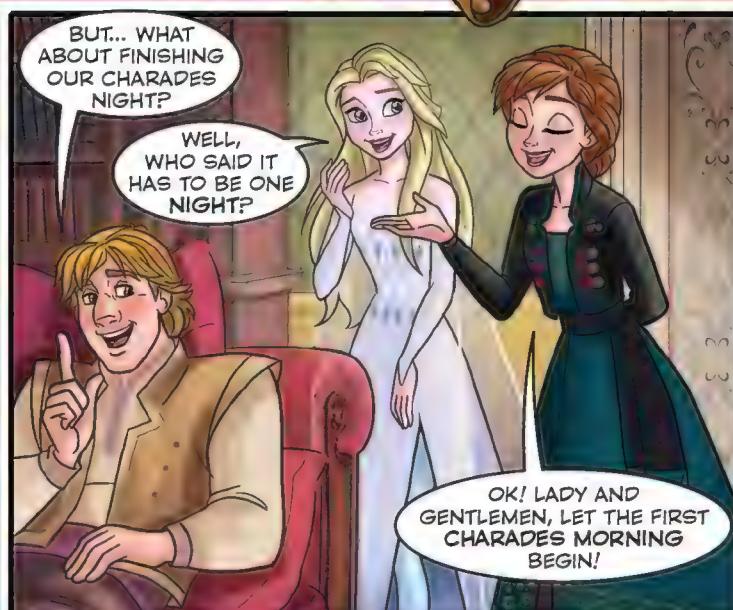
WHEN ANNA AND ELSA REACH THE MAIN SQUARE, THE SUN IS UP...



THE GIRLS RUSH TO THE CASTLE, BUT...



JUST THEN, KRISTOFF OPENS HIS EYES...



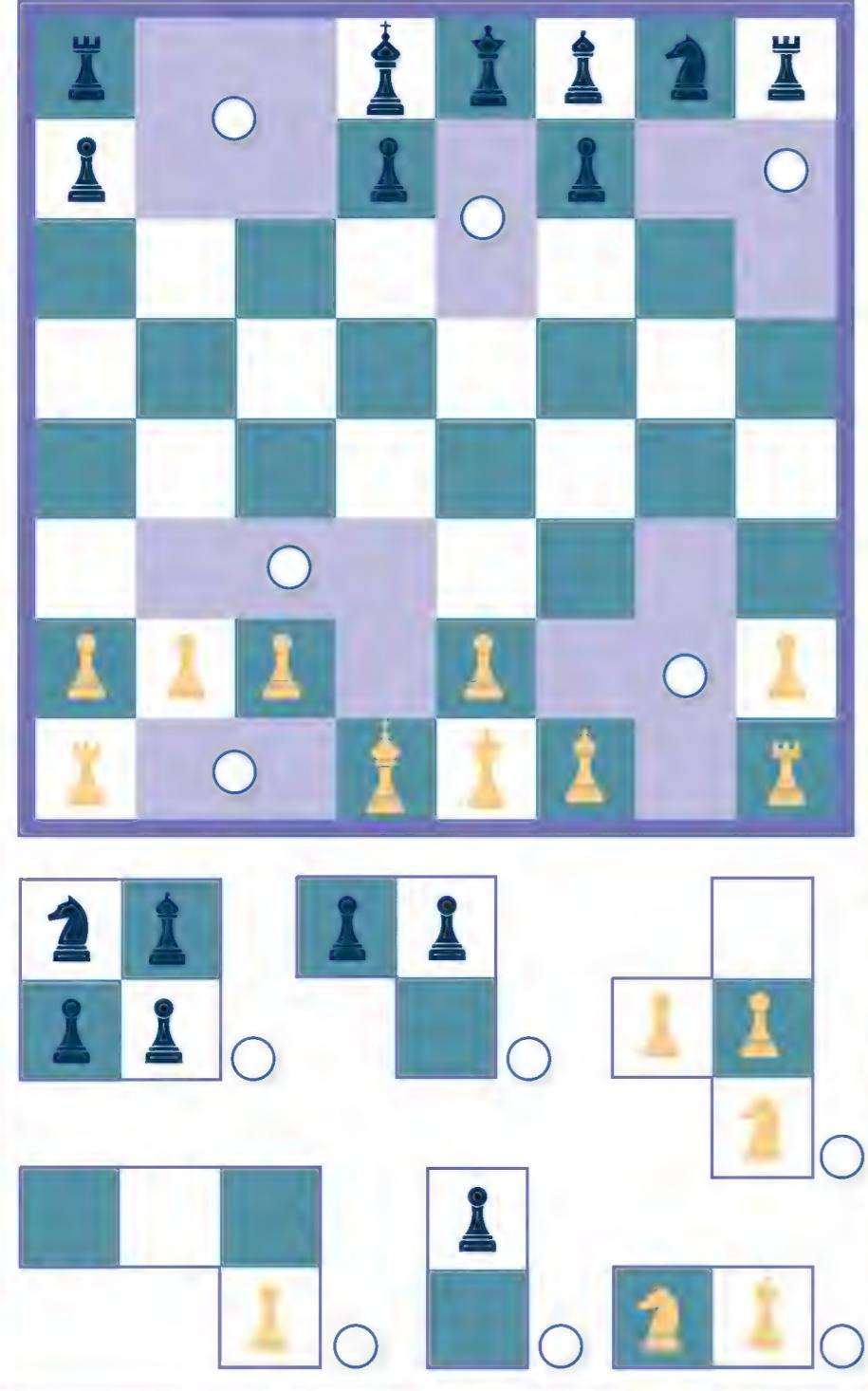
The End



PLAY

Childhood Fun

Anna and Elsa have loved games since they were little, and have always enjoyed testing their skills, even with the most complicated games!



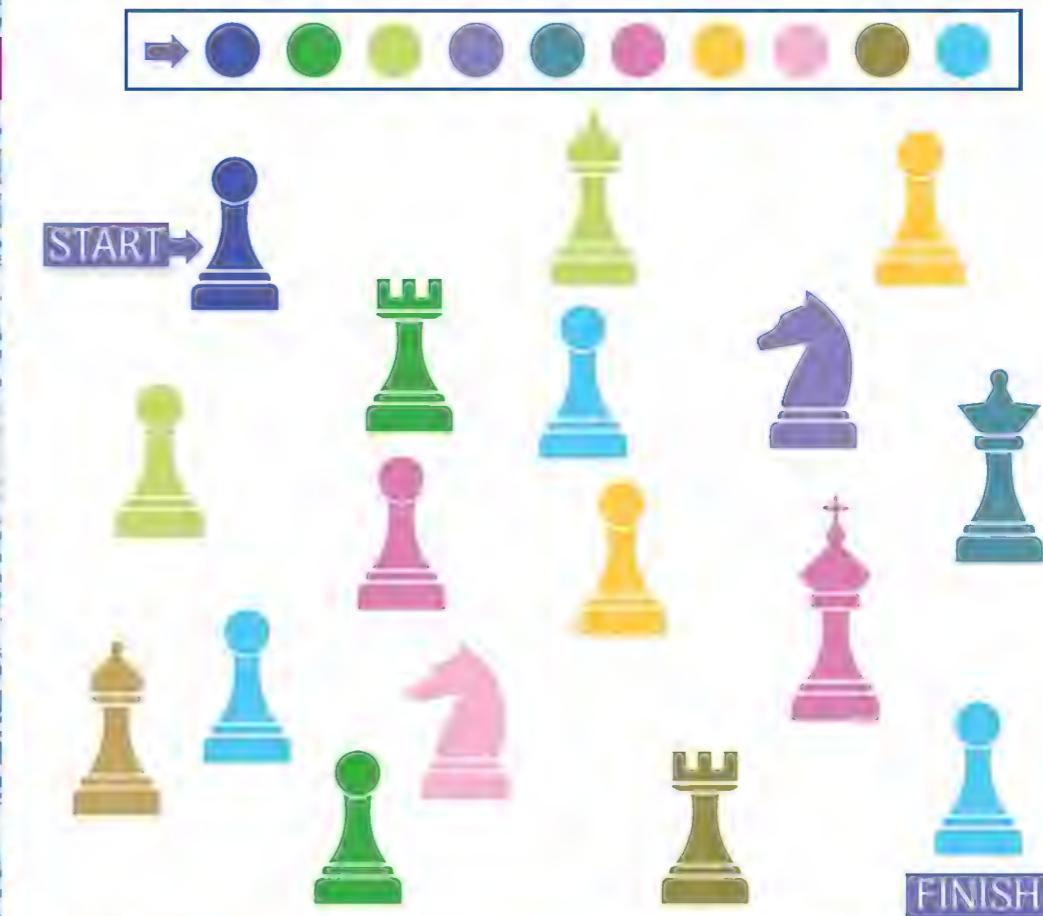
The Perfect Chessboard

Before playing chess, you need to set up the pieces on the board. But here it looks like some are missing. **CONNECT** the sections below to complete the board. Tip: Keep an eye on the shapes!



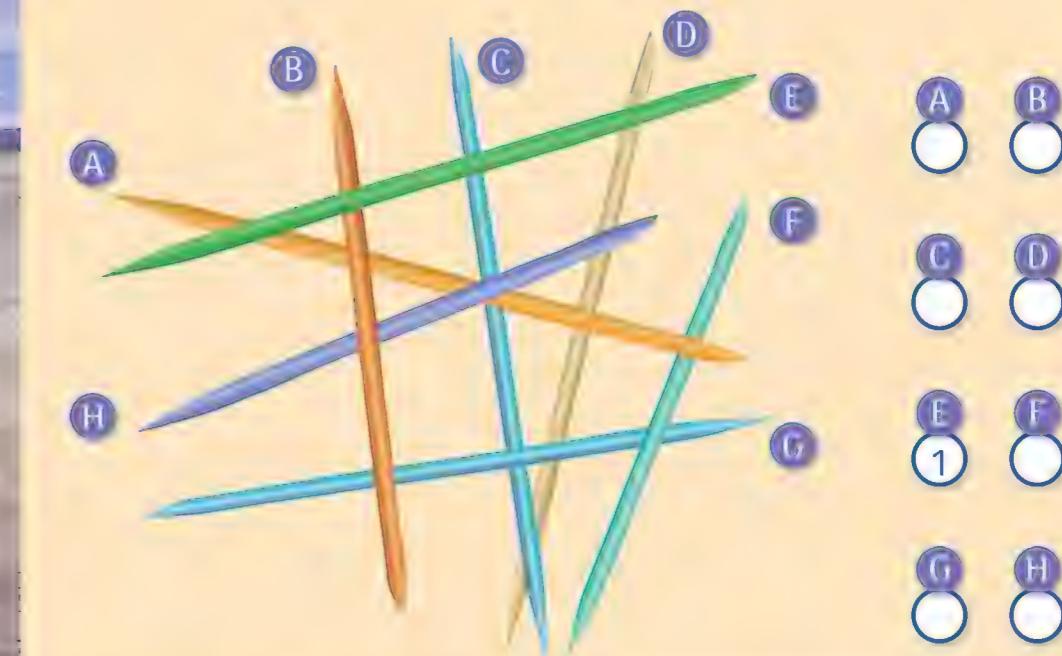
Winning Moves

Use a pencil to draw the path from start to finish. **FOLLOW** the sequence of colors above.



Toothpick Games

This game requires heaps of concentration! Give it a try: **NUMBER** the toothpicks from the top of the stack to the bottom.

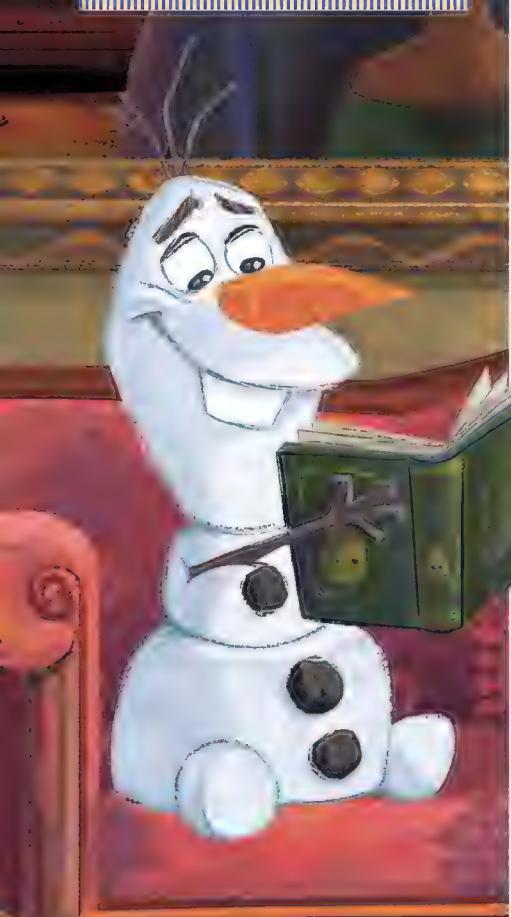


The Book of Games

The castle library boasts a great variety of titles, and Olaf has just found a book of games. Doing mini activities and solving riddles can be lots of fun. Read on, Olaf!

Memory Training

Olaf is putting his memory to the test. Take a good look at the rows of leaves, then **COVER** them with a sheet of paper and try to **COLOR** the blank leaves below in the same sequence.



Target Practice

On game nights, our friends challenge one another to lots of different games. Olaf's got a new one for them: a very original blindman's bluff!



Blind Trust

HANG the target and challenge a friend. Take turns closing your eyes and placing a finger on the target. Then look at the score key below to see how many points the picture you landed on is worth. Take five turns each and **ADD UP** your scores to find out who wins.



SCORE KEY

	=20
	=10
	=5
	=5
	=3
	=1

PLAYER 1

+
+
+
+
+

PLAYER 2

+
+
+
+
+

Guess the Dress

Anna and Elsa always have the perfect outfits for any occasion. Do you remember what they wore in the Enchanted Forest? Let's play with one of their most iconic looks!

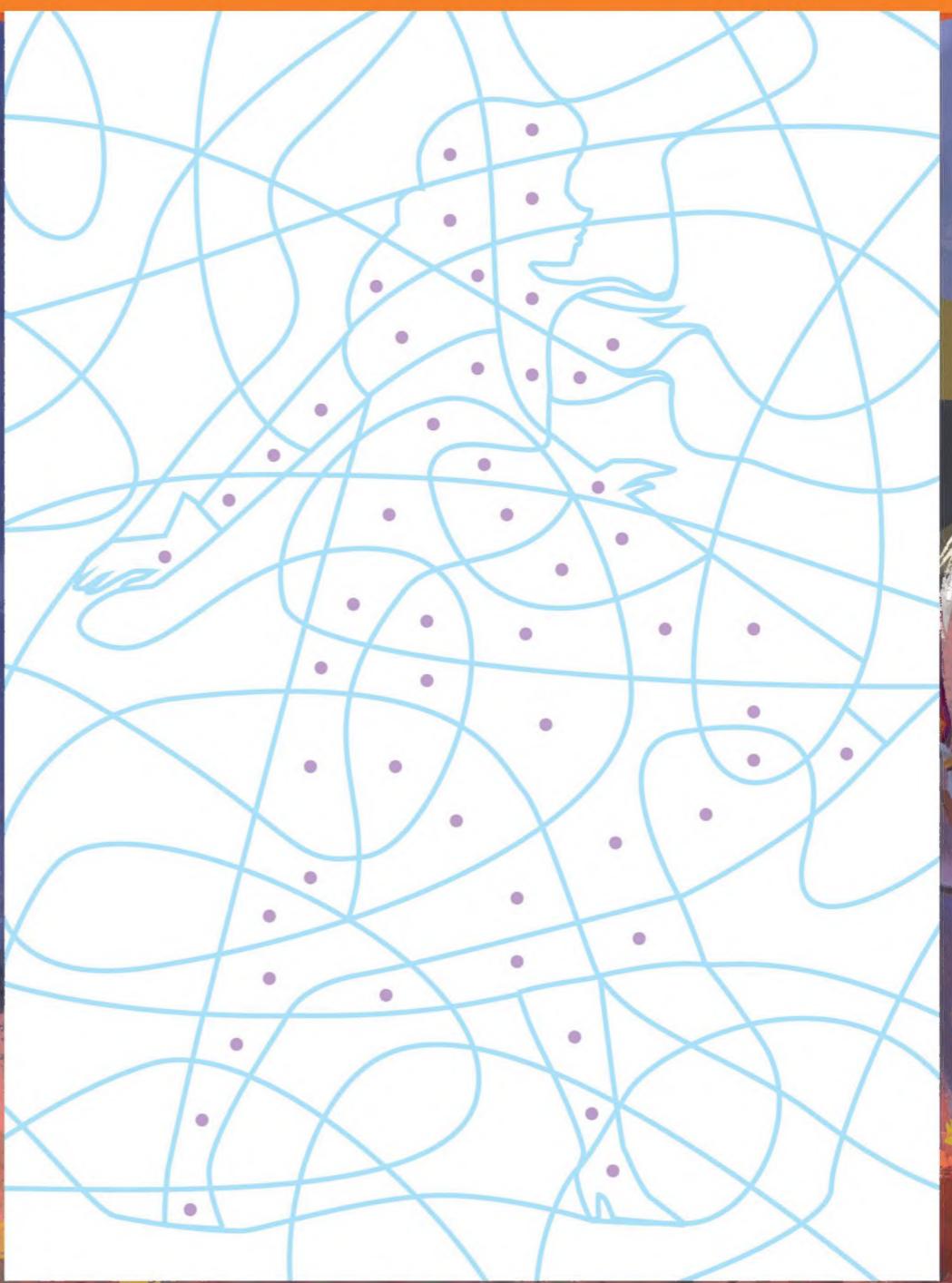
Expert Travelers

The Enchanted Forest is very intricate. Don't lose track of the sisters! Look closely through these tiny lines and **COMPLETE** Anna and Elsa's silhouettes by **FILLING** the dotted areas.



Take a Peek

Once you've completed the activities below, you're ready to take a closer look at Anna's and Elsa's wardrobes: which looks match the two silhouettes? **CHECK** the two correct outfits.



Disney FROZEN

The Official Magazine

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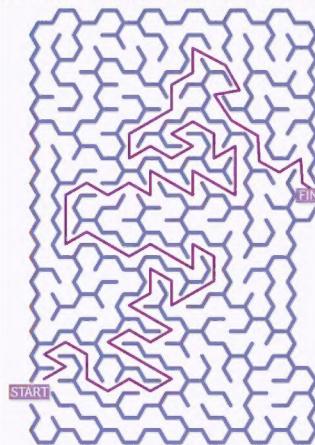


Solutions

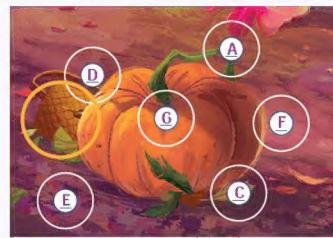
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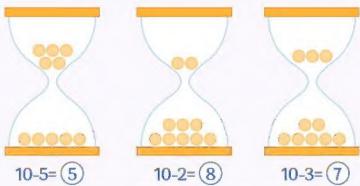
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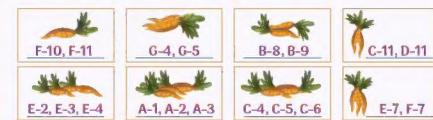
$$\begin{aligned} A + G &= 16 \\ B + H &= 16 \\ C + E &= 16 \\ D + E &= 16 \end{aligned}$$



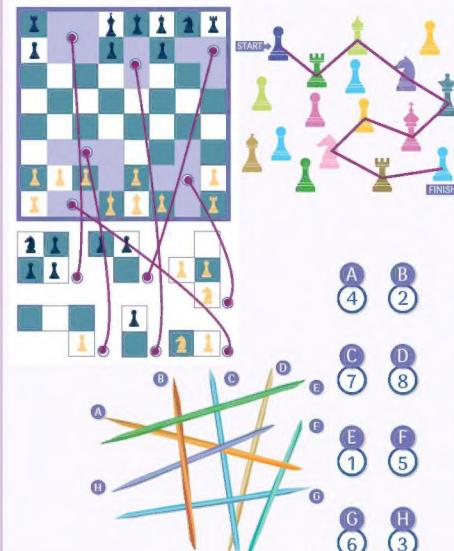
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Page 15



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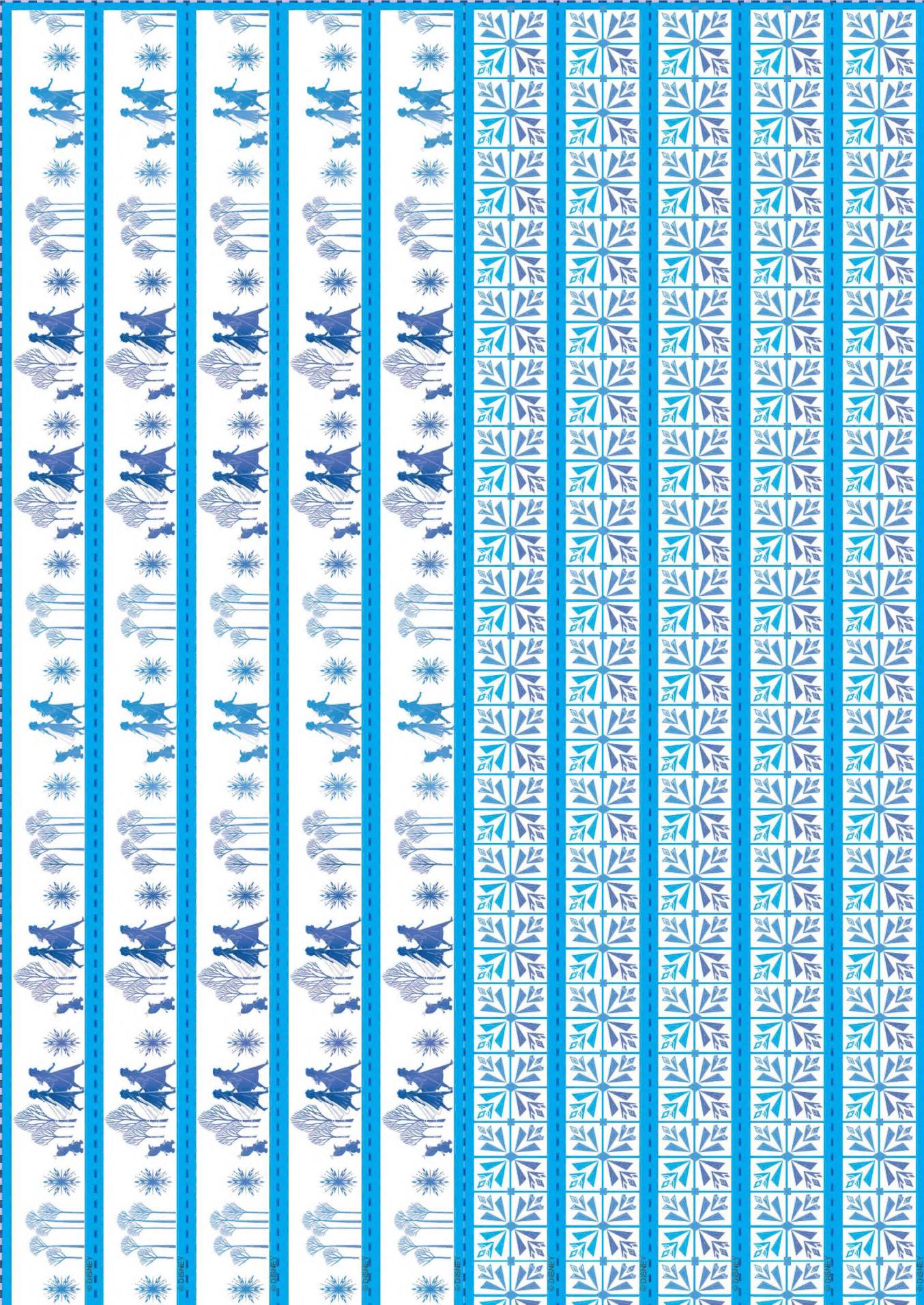


Pages 30-31



A Dazzling Maze

CUT OUT the borders and use them to complete the project on page 14.



A cartoon illustration of the Green Giant vegetable character. He is a large, green, anthropomorphic vegetable with a round, bulbous body, a single leaf sprouting from his head, and a wide, toothy grin showing white teeth. He is holding a large, green, textured vegetable, possibly a zucchini or a large green bean, in his right hand. He is wearing a purple, textured garment that looks like a leafy vegetable, possibly a beet or a radish. The background is plain white.

GREEN GIANT

DH

Like It?
Buy It!